http://www.replacementdocs.com

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 console always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

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The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age rating of the game reflects the intensity of this content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION GAMBLING

For further information visit **http://www.pegi.info**

SLES-55354

1 Player • Memory Card (8MB) (for PlayStation®2) : 78KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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PERSONA 3 FES

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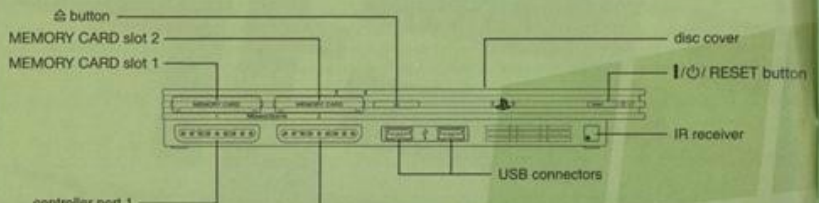
GETTING STARTED



*Please note, illustration may not match all PlayStation®2 console types. For owners of SCPH-30000 and SCPH-50000 series PlayStation®2 systems, please refer to the setup instructions provided with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the I/⏻ indicator is green). Insert the Persona 3 FES disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same memory card (8MB) (for PlayStation®2) or any memory card (8MB) (for PlayStation®2) containing previously saved games.

STARTING UP

Analog Controller (DUALSHOCK®2)

Field/Tartarus Controls	
left analog stick / directional buttons	Move character
right analog stick	Rotate camera
L1 button	Rotate camera (left)
R1 button	Rotate camera (right)
L2 button	Rotate camera (left)
R2 button	Rotate camera (right)
START button	Not used
SELECT button	Not used
○ button	Move camera behind character
✕ button	Examine/Talk/ Confirm/Use weapon (1)
△ button	Open the Command Menu
□ button	Give a command (2)

Battle/Command Menu Controls	
left analog stick / directional buttons	Move cursor / Change commands
L1 button	Analyze an enemy (3)
R1 button	Confirm order of action
L2 button	Not used
R2 button	Not used
START button	Not used
SELECT button	Not used
○ button	Cancel selection/ Cancel auto battle
✕ button	Confirm
△ button	Toggle RUSH (Auto Battle) ON/OFF
□ button	Standby (transfers the order of action to the next character)

(1) Weapons can only be used in areas such as Tartarus, where enemies appear.
(2) This function can only be activated in areas where enemies appear.
(3) To use, press the L1 button during a battle and place the cursor on an enemy. Then, press the ✕ button to analyze.

PROLOGUE

AWAKENING

The main character of Persona 3 is a high school student who was orphaned as a young boy. He has recently transferred to Gekkoukan High School in Port Island, the city he lived in ten years ago. Shortly after moving into the school's dormitory, the main character is attacked by a Shadow. The assault awakens his Persona, Orpheus, his only chance at defeating this creature of the night. He soon discovers that he shares this special ability with other students at his new school. From them he learns of the Dark Hour, a hidden time that exists between one day and the next, swarming with Shadows that feed on the minds of their victims. The main character decides to join the Specialized Extracurricular Execution Squad (SEES); and under the supervision of school chairman Shuji Ikutsuki, he and his new friends confront this evil threat...

PERSONA

A Persona is a second soul that dwells deep within a person's heart. It is an entirely different personality that emerges when a person is confronted with something from outside his world.

A Persona ability refers to the unique gift that enables a person to summon and use a Persona. Those who are capable of this feat are known as Persona-users. This ability is humanity's only hope to defeat the Shadows.

THE DARK HOUR

In the world of Persona 3 there exists an abnormal period of time known as the Dark Hour, which manifests every evening at midnight. During the Dark Hour, normal people are transformed into crystallized objects resembling coffins through a process called Transmogrification. While a person is Transmogrified, he is not cognizant of anything happening in the world around him. Therefore, the general public is unaware of the existence of the Dark Hour. Only Shadows, the original inhabitants of the Dark Hour, and those who possess the "potential" can experience this time.

CHARACTERS

The Main Character

The main character is a teenager who has recently transferred to a new high school. After settling into his room in the dormitory, he is attacked by Shadows. This incident awakens his Persona ability. However, unlike the other SEES members, the main character can use more than one Persona. Because of this special talent, he is chosen to lead the squad in the fight against the Shadows.

Persona: Orpheus

Persona: Io

Yukari Takeba

Yukari is a classmate of the main character, who lives in the same dormitory. Yukari is able to summon her own Persona and has been a member of SEES for quite some time. She is strong-willed, but everyone loves her cheerfulness and positive outlook on life.

Junpei Iori

Junpei is in the same class as Yukari and the main character. He was the first student to speak with the main character after he transferred to Gekkoukan High School. He's a class clown who joined SEES after realizing his ability.

Persona: Hermes

CHARACTERS

Igor

This mysterious figure sometimes provides answers, but more often he creates questions and confusion with his enigmatic way of speaking. He is able to strengthen the powers of a Persona via a secret art known as fusion.

Akihiko Sanada

Akihiko is the captain of the school's boxing team. Outwardly he appears calm, cool, and collected, but on the inside he is full of passion and ambition. He views his membership in SEES as an opportunity for training.

Mitsuru Kirijo

Mitsuru is the president of the student council. She comes from the prestigious family that controls the powerful Kirijo Group. She is intelligent and commanding – both ideal qualities to provide support to the other SEES members.

Shuji Ikutsuki

Shuji Ikutsuki is the chairman of the school board and the supervisor of SEES. He does not have the ability to use a Persona, and he does not directly fight against the Shadows. He is full of helpful knowledge but has a tendency to tell unfunny jokes.

Starting the Game

Two Episodes

In Persona 3 FES, you can play either the The Journey or The Answer. After selecting an episode, you will be taken to the Start Menu screen.

The Journey

Step into the shoes of a newcomer to Gekkoukan High, who gets swept up in the adventures of the Specialized Extracurricular Execution Squad. Each night, SEES battles the sinister Shadows during the Dark Hour, a span of time only Persona-users experience. Divide your time between making friends at school and vanquishing enemies in Tartarus, a massive tower whose halls are never the same twice.

If this is your first time playing Persona 3, you should start with The Journey. However, even if you have already played Persona 3, there are many additions to this episode to make the experience fresh again.

The Answer

This new chapter, exclusive to the FES edition, shows the rest of the story. A month after the finale of Persona 3, the group finds itself in another deadly situation as they're trapped inside the school dorm, as the same day repeats over and over. The only way out of the time loop is to follow the mysterious Metis into the chasm that's opened under the dorm—but how much can they really trust her, and what does all this have to do with their adventures during the school year?

It is not recommended that you play The Answer until finishing The Journey. The Answer does not use the saved data from the The Journey, and its difficulty is equivalent to the Hard mode of The Journey.

Additions to The Journey

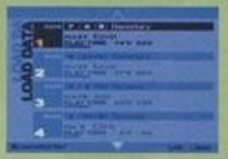
This game follows the same basic story as the original Persona 3, but with many additions. Both those new to the game and those who have already played the original will be able to enjoy this version.

The additions include:

- New Personas
- New Social Link
- New events with friends and SEES allies
- New difficulty mode (Hard)
- New fusion system (Weapon Fusion)
- New requests from Elizabeth
- ...And more!

▶ Carrying over saved data

If you have saved data from the original Persona 3, you will be able to use this data when playing The Journey. The memory card (8MB)(for PlayStation®2) must be inserted into MEMORY CARD slot 1.



You will be asked if you would like to carry over the data. Select "Yes", and load the game just as you would have in the original Persona 3.

Data that may be carried over:

- The Persona Compendium
- Known Fusion Spells
- The main character's Academics, Charm, and Courage stats
- Items gained from MAXed Social Links

▶ Hard Mode

This mode is for people who are thoroughly familiar with Persona 3's battle system, and are masters of combat strategy. It is more difficult than Normal mode.

▶ About Weapon Fusion

In The Journey, you will have a new fusion option: the ability to combine your Personas with weapons. This option is available from Shinshoudo Antiques in Paulownia Mall. The raw materials needed to fuse weapons are obtained from rare Shadows in Tartarus. How strong a weapon can you make?

Start Menu

Once the opening movie ends, you will be taken to the title screen. Press any button to move to the Start Menu screen. From here, you can select NEW GAME, LOAD GAME, or CONFIG.

▶ New Game

If you would like to start from the beginning, select NEW GAME. Next, select the difficulty of the game. Please be aware that you cannot change the level of difficulty once the game has begun.

NORMAL This mode is for players who are familiar with the game.

EASY In this mode, battles are easier, and you will have ten chances to continue your game following a Game Over.

HARD Only for those well-versed in the battle system. (The Journey only)

▶ Entering Your Name

Before the game starts, you will have to provide a name for the main character. Move the cursor using the directional buttons and press the × button to confirm. Use the L1 and R1 buttons to change fields and the ○ button to delete.

▶ Load Game

To continue a previously saved game, insert a memory card (8MB)(for PlayStation®2) with a save file into MEMORY CARD slot 1 and select LOAD GAME. Use the up and down directional buttons to highlight a save file and press the × button to continue your game.

▶ Configuration

Here you can adjust various options of gameplay, such as turning vibration ON/OFF. You can bring up the same screen during gameplay by selecting System from the Command Menu (see p. 24).

Saving the Game

You can save your progress by accessing either the student list located in the lounge or the clock located in the entrance to Tartarus. Use the up and down directional buttons to highlight a save file and press the × button to confirm.

▶ Lounge

There is a student list located on the counter, near the dormitory entrance. Press the × button while standing in front of it to save, return to your room, etc.

▶ Tartarus (The Journey only)

There is a save point located at the entrance of Tartarus for you to use before or after an exploration. Stand in front of the clock and press the × button to confirm and save.

▶ Desert of Doors (The Answer only)

There are save points past each door in the Desert of Doors. You should use them wisely when investigating.

* In order to save, you must have at least 78KB of free space on your memory card (8MB)(for PlayStation®2) while saving or loading.
* Only MEMORY CARD slot 1 is used.

Flow of the Game

The Basics of School Life

The school year in Japan begins in April. You will play as the main character, a typical high school student who attends classes during the day. The following is a brief description of an average school day.

Early Morning

You will enter school through the main gate. Here you can talk to other students and learn the latest gossip.

Morning

You will attend classes in the morning. There may be times when you will be called upon to answer questions from your teachers.

Lunch Hour

During lunch you can talk to other students and learn about after-school activities and holiday events.

Afternoon

After School

You can spend your time after school any way you choose. Venturing into town or participating in an after-school activity may trigger a special event to occur.

Holidays: You will be completely free on holidays. However, you may receive an invitation from a friend to spend time with him or her. All events will take place in real time, just like a normal school day. In the evening you will have the option of exploring Tartarus.

The Dark Hour

You can automatically go to Tartarus at midnight by informing Mitsuru that you want to explore the tower. The day will end after you have returned.

Late Night

If you choose not go to Tartarus, you may either go to bed early or study before sleeping.

Early Evening

If you participate in an after-school activity, you will automatically return to the dorm when you are finished. You can also return to the dorm immediately after school. You can choose to explore Tartarus by talking to Mitsuru, or leave the dorm until late night.

School Life

Classes will be held on days without special school functions in both the morning and the afternoon. You may either take a stealth nap to restore your strength or stay awake to improve your Academics. On days when the teacher gives a pop quiz, answering correctly will raise your Charm.

▶Improve your skills during class

Classes will be held on days without special school functions in both the morning and the afternoon. While this phase can be skipped, there will be times when you will have to respond to a teacher's question. If you answer correctly, your Charm will increase. There will also be times when you can take a quick nap during class to restore your strength.

▶Create as many Social Links as possible

It is very important to create a lot of Social Links. To do so, you will need to become friends with as many people as you can. The best way to get to know your schoolmates is to participate in club activities and attend Student Council.

Specialized Extracurricular Execution Squad (SEES)

This is the first Social Link you will be able to join. It consists of students living in the dorms who possess the "potential", like Yukari and Junpei.

Club Activities

Joining a club will enable you to learn more about the other members. Each club meets on a different day.

Classmates

You can create Social Links with your favourite classmates. (You can also create Social Links with people who do not go to your school.)

▶School Grounds

You can explore the school grounds after classes. Try to get to know the layout of the area so you don't get lost.

>> Icons

An icon will appear to alert you that there is something you should do. An exclamation mark indicates that a character is in one of the Social Links you are currently participating in. An icon will also appear over the main character's head when you can talk to someone or investigate an object.

▶Phases of the Moon

An icon indicating the current phase of the moon as well as the number of days remaining until the next full moon will be displayed in the upper right corner of the field. Incidents will occur on evenings when a full moon appears. Be wary of the moon phase while you make your schedule.

Number of days remaining until the next full moon

Current phase of the moon

Extracurricular Activities

When you leave school, you will move to the town map. Select a location you want to go to and press the × button to move there automatically. The town has a number of facilities you can visit; however, the only place you can travel to in the evening is Paulownia Mall.

Gekkoukan High School

You will spend Monday through Saturday at school, excluding holidays. During the Dark Hour, the school will turn into Tartarus, and you will be able to explore it.

Port Island

Port Island is an oceanfront city with a calm and relaxing atmosphere. The area around the train station features venues you can visit to increase your Charm and Courage, such as the movie theatre. There is also a flower shop that sells beautiful floral arrangements. Note: It is advised that you do not venture into the back alleys located in the western part of town; the area is completely different from the rest of Port Island.

Paulownia Mall

Paulownia Mall is filled with shops and entertainment venues. You should be able to find everything you will need to explore Tartarus here. For example, you can buy and sell weapons and equipment at the Police Station, and purchase items at Aohige Pharmacy. (There is an entrance to the Velvet Room in the hall below the karaoke box.) The mall also features an adult nightclub that is only open during the evening.

Iwatodai Station

There are a number of fast food restaurants located around the station. You can improve the main character's Courage and Academics by spending time in certain eateries.

Naganaki Shrine

Naganaki Shrine is located near the dorm. While it is usually deserted, children can often be found playing on the playground. There is an offering box and a fortune dispenser located in the back of the shrine.

Dormitory

This is where the students live. The SEES members usually hang out in the lounge on the first floor. The boys' rooms are located on the second floor, while the girls' rooms are located on the third. The command room can be found on the fourth floor.

You can immediately move to the town map by talking to the student standing directly next to the podium in the classroom. This function is very useful when you have something to do outside of school.

Tartarus

Exploring Tartarus

Structured like a tower, Tartarus is the nest of Shadows that appears every night during the Dark Hour. You will begin exploring on the first floor and advance up the tower as you progress. To conduct a successful exploration, it is important that you become familiar with the tower's peculiarities. You will also need to pay close attention to your party members' physical conditions.

BASIC PROCEDURE

1. Inform Mitsuru that you want to go to Tartarus
2. Prepare yourself for battle on the first floor
3. Explore Tartarus
4. Return to the first floor when you are finished exploring

1 Inform Mitsuru

To explore Tartarus, you will have to talk to Mitsuru in the dorm at night and select "Go to Tartarus tonight". Choosing this option will advance the time to the Dark Hour, and you will proceed to the entrance of Tartarus. Note: You cannot explore Tartarus when Mitsuru is not in the dorm.

Check your party members' physical conditions

When you talk to Mitsuru, you can also check the physical conditions of your allies. There will be times when they won't be able to join you for an exploration. Remember, if a party member is in poor physical condition, he or she will adversely affect the outcome of a battle.

Great — The character is in top physical condition. His or her evasion and critical hit rates will increase significantly.

Good — The character is in good physical condition. He or she is fit to explore Tartarus and battle enemies. However, be careful not to let the character become too tired.

Tired — The character is tired and his or her offensive and defensive skills have decreased. In addition, the character may have a difficult time getting up after being knocked down.

Sick — The character is sick and his or her healing abilities, evasion and critical hit rates, and offensive and defensive skills have all decreased. As a result, the character is vulnerable to various status ailments.

2 Prepare for battle

All party members who are available to explore Tartarus will gather at the entrance on the first floor. Talk to Mitsuru to change the party's lineup or to view each member's current status and equipment. Note: If you want to equip members with weapons and protective gear, you will have to do so individually.

Mitsuru

[Check progress] ▶▶▶ Review the information regarding the highest floor you have explored thus far.

[Check everyone's status] ▶▶▶ Use the L1 and R1 buttons to view the status of each character. Use the right directional button to view the status of your Personas.

Other Characters

[Check status] ▶▶▶ To change equipment, use the up and down directional buttons to select an item, and press the ✕ button to confirm. Then, place the cursor on the item you want to change on the equipment screen.

[Add to your party] ▶▶▶ Add a member to the party.

[Remove from your party] ▶▶▶ Remove a member from the party and place him or her on standby at the entrance.

3 Explore

You may begin exploring whenever you are ready. In the early stages of the game, you will need to use the stairs to reach to the second floor. Once you have progressed to a certain point in the story, you will be able to use Access Points to travel within Tartarus. There are special terminals located on select floors in the tower; you will be able to connect these with the one at the entrance. This will allow you to travel from the entrance directly to an Access Point.

4 Return to the first floor

When you have finished exploring, or when your party members have become too tired, return to the entrance by using the nearest Access Point. There you can reorganize your party if necessary. Members who are tired will automatically leave the squad. Exiting Tartarus will end the exploration.

Exploring Tartarus

Your objective inside Tartarus is to fully explore the tower by defeating the enemies you encounter and advancing upward. There will be a flight of stairs on each floor that will lead you to the next floor, and occasionally an Access Point that will return you to the entrance. Remember, you cannot descend staircases once you've climbed them.

Map Icons

Main Character	Indicates the current location of the main character and the direction he is facing.
Party Member	Indicates the current location of a party member.
Shadow	Indicates the current position of an enemy.
Battle	Indicates an ongoing battle. You can lend assistance by entering the battle.
Treasure Chest	Indicates the location of a treasure chest.
Stairs	Indicates the location of a stairwell.
Access Point	Indicates the location of an Access Point, which you can use to return to the entrance.

Encountering Shadows

You will encounter numerous Shadows while you are exploring Tartarus. You will enter into battle when you attack a Shadow (see p. 30), or a Shadow attacks the party. You can avoid battles by moving carefully around the floor.

▶ Begin Battles with an Advantage

To attack a Shadow while you are exploring, press the ✕ button. You will not inflict any damage to your enemy; however, if you successfully strike the Shadow before it notices you, you will begin the battle with a Surprise Attack.

Player Advantage

With a successful Surprise Attack, you will enter into battle with a distinct advantage. Remember, each weapon must be used with the proper distance and timing.

Enemy Advantage

If a Shadow attacks you first, it will have the advantage entering into battle. An exclamation mark will appear over the Shadow icon the moment it detects the party.

Talk

To talk to a party member while you are in Tartarus, simply stand in front of him or her and press the ✕ button. Talking to a party member will enable you to change equipment, ask for healing, and check his or her status.

Status Screen

Here you can view a member's status and equipment. Be sure to talk to your party members often to monitor their current states.

Receive Healing

To receive healing, talk to a party member with healing abilities. All party members will be fully restored, however a certain amount of the character's SP will be consumed in the process.

Give a Command

Press the □ button to give one of the following commands to your party members. Once they have received their orders, they will automatically act as directed. Remember, if a party member encounters an enemy when the squad has split up, he or she will have to fight it alone.

Split up/Regroup

If you issue a command to split up, each party member will spread out and explore the floor you are currently on individually. When a member finds a stairwell or an Access Point, the entire party will be able to advance to the next floor or return to the entrance, respectively. If you direct your party to regroup, all members will come back to the main character.

Prioritize Defeat/Explore

If you select "priority: defeat", your party members will aggressively attack the enemies they encounter. This order can be effective when you want to strengthen your skills or improve your abilities. If you select "priority: explore", your party members will attempt to evade battles as much as possible and concentrate on exploring the floor.

While exploring Tartarus, you should be very careful to avoid The Reaper, who appears when you have spent a long time on the same floor. If this enemy should appear, it is advised that you flee to the next floor.

Command Menu

Press the △ button while in the field to bring up the Command Menu. Here you can choose from seven commands. Note: Commands such as Skill, Persona, and Equip are only for the main character and cannot be used for other party members.

7 Vital Commands

SKILL	STATUS
ITEM	SOCIAL
PERSONA	LINK
EQUIP	SYSTEM

▶Skill

This command displays all the main character's Persona skills. Use the up and down directional buttons to select a skill and press the × button to confirm your selection. You cannot utilize other party members' skills with this command.

▶Item

This command displays all the items you have on hand. Use the up and down directional buttons to select a consumable item and press the × button to confirm. You can also view equipment and valuables with the left and right directional buttons.

▶Persona (see p. 26)

This command enables you to view the status of the main character's current Persona, as well as switch to a different Persona. To change Personas, select one from the list on the left side of the screen and press the × button. Press the ○ button to cancel.

▶Equip

The main character can equip a variety of items. This command will enable you to change the weapon, equipment, and accessories the main character currently has equipped. To make a change, use the up and down directional buttons to select an item and press the × button to confirm.

▶Status (see p. 28)

This command displays the status of the main character and that of the Persona he currently has assigned. If you want to view the status of a party member, talk to that particular person or to Mitsuru while you are either in the dorm or in Tartarus.

▶S. Link

This command displays the ranks of your current Social Links and the profiles of the members who correspond to them. Select the Social Link you want to view from the list and press the × button. On the profile screen, use the up and down directional buttons to change members, and the L1 and R1 buttons to change Social Links.

How to increase your number of Social Links

Social Links are very important for fusing Personas. You can increase your number of Social Links by improving the main character's Academics, Charm and Courage. Time spent developing Social Links will also aid in fusing powerful Personas.

▶System

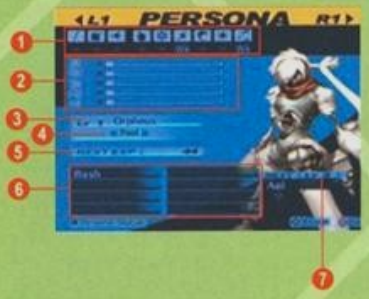
This command enables you to view your requests and monthly calendar. You can also change various game settings here.

Calendar	The calendar displays your daily schedule. Move the cursor to the desired date to view the details concerning that day. Use the L1 and R1 buttons to change months.
Quest (see p. 39)	Review all the requests you have received in the Velvet Room.
Fusion Spells (see p. 35)	View the combinations and effects of the fusion spells you have activated.
Dictionary	Look up key phrases in the game.
Config	Change the game settings.
Back to Title	End your game and return to the title screen. Unsaved data will be lost.

Personas

Personas possess a wide variety of abilities. They are the key to defeating the Shadows. The main character is the only SEES member who can access multiple Personas.

Persona Screen



1. The following icons indicate a Persona's affinity to the nine elements listed below:
   - **Wk**: Weak against that element
   - **Str**: Strong against that element
   - **Nul**: Nullifies attacks of that element
   - **Drn**: Drains attacks of that element
   - **Rpl**: Repels attacks of that element

Slash/Sword	Ice
Strike/Fist	Electricity
Pierce/Arrow	Wind
Fire	Light
	Darkness

2. The Persona's statistics and abilities are displayed here. A Persona's abilities will affect the character it belongs to.

Strength	Indicates the powerfulness of the Persona's offensive attacks.
Magic	Indicates the effectiveness of the Persona's magic.
Endurance	Indicates the effectiveness of the Persona's defensive abilities.
Agility	Influences a Persona's hit and evasion rates.
Luck	Affects the possibility of a Persona performing critical hits and evading attacks.

3. The Persona's current level.
4. The Persona's Arcana affinity.
5. The amount of experience points needed to reach the next level.
6. The Persona's skills.
7. The next skill that will be obtained, along with the level at which it will be received.

▶How to obtain a Persona

The main character can obtain a new Persona by winning a battle or by performing a fusion in the Velvet Room. In general, you are unable to obtain a Persona with a higher level than that of the main character. Personas created by fusion, however, are an exception.

Shuffle Time

"Shuffle Time" will sometimes appear after you win a battle. You may obtain a Persona if you draw the right card.

Fusion

You can create new Personas by performing fusions in the Velvet Room. The higher the Social Link rank that corresponds to the newly-created Persona's Arcana is, the more bonus experience points the Persona will receive.

▶Strengthening Personas

Personas use the experience earned in battle to level up and improve their attributes. When Personas level up, their statistics will automatically increase. The Persona will learn new skills when it reaches certain levels. Note: As the main character and other characters level up, their HP and SP will increase.

Number of Personas

The main character can have up to six Personas at the beginning of the game. This number will increase as you progress through the game. If you find that you have too many cards, you can either use some in a fusion and/or discard the undesirables.

Status

Check the main character's status often

You can view the main character's status and that of his Personas on the Status Screen. It is important to do this often when in Tartarus. The abilities that affect battles (Strength, Magic, Endurance, Speed and Luck) are determined by the equipped Persona.

Character Status Screen

1. Displays the character's attributes. Each category has six levels, all of which can be improved through daily activities.

Charm
Indicates the main character's level of charm. This attribute can be improved by spending time in the various restaurants and entertainment venues located around town, or by giving the correct answer when asked a question in class.

Courage
Indicates the main character's level of courage. This attribute can be improved by spending time in the various restaurants and entertainment venues located around town.

Academics
Indicates the main character's intelligence level. This attribute can be improved by spending time studying and paying attention to your teachers in class.

2. The character's current level.

3. The character's hit points (current/maximum). The character will be unable to move if his or her HP reaches zero.

4. The character's spirit points (current/maximum). SP is consumed by using Persona skills.

5. The amount of experience required to reach the next level.

6. The character's current condition (see p. 20).

▶Status Ailments

In battle, either side can be affected by various status ailments. To be better prepared, learn the status ailments below and how to deal with them.

Charm
Indicates a character has been charmed by an enemy. The character will attack party members or heal your enemies. If the main character is in this state, he will act on his own.

Distress
Indicates a character is so surprised that he or she cannot evade attacks. His or her defences will be weakened slightly, and the chances of an enemy making a critical hit on the character will increase significantly.

Panic
Indicates a character is in a state of panic. He or she will not be able to concentrate well enough to summon his or her Persona. The chances of the character receiving a critical hit will increase.

Fear
Indicates a character is afraid. His or her chances of being stunned will increase, and enemies will be able to evade the character's attacks more often. The chances of the character taking a critical hit will increase significantly.

Rage
Indicates a character is in an extremely aggressive state. He or she will defy all commands and continue to use physical attacks. The character's offensive strength will increase, but his or her defensive abilities will decrease significantly.

Freeze
Indicates a character is frozen and cannot move. He or she will be unable to evade enemy attacks. This status ailment lasts one turn.

Shock
Indicates a character has been shocked by electricity. He or she cannot evade enemy attacks. The chances of the character taking a critical hit will increase significantly.

Poison
Indicates a character has been poisoned. He or she will lose a certain amount of HP for every action taken, including walking around. The effects of this ailment will not fade with time.

Battle

A battle will begin when the party encounters a Shadow in Tartarus. The main character will lead the squad, giving commands to the party members to direct their actions and utilize their Personas. The turn order in battle is not set; it will be determined by the statistics of the participants. Therefore, it will be very important to observe the progress of the battle and react accordingly.

Battle Screen

1. The name of the enemy currently selected with the cursor.
2. The seven commands the main character can issue. Use the directional buttons to rotate the icons. To rotate to the right, press up or right. To rotate to the left, press down or left.

3. The command currently selected. Rotate the icons and select the one you wish to issue. Press the ✕ button to confirm.
4. Explanation of the current selection.
5. The cursor. Use the left and right directional buttons to move the cursor and select your target. The bar indicates the enemy's remaining HP.
6. Party member portraits. A character's portrait will change when he or she suffers a status ailment.
7. The character's HP/SP bar. The upper number indicates the party member's HP, while the lower number indicates his or her SP.
8. This icon indicates the character's current condition.

▶Battle Commands

The seven battle commands are Attack, Skill, Item, Tactics, Persona, Escape, and Wait. The party members will engage in battles automatically, so it is important to direct their tactics.

Attack

This is a basic command to attack an enemy with a character's currently equipped weapon. Select Attack to make the cursor appear on the screen. Then, use the left and right directional buttons to target an enemy and press the ✕ button to confirm.

Skill

Select this command to use a Persona's skill. Choose the one you want from the list and select the target. The amount of HP or SP consumed by the skill will be displayed next to the skill name.

Item

Select this command to use an item. Choose the item you want from the item list, press the ✕ button to confirm, and select the target. Party members will occasionally use HP recovery or status ailment removal items without being directed to do so.

Wait

Select this command to complete a turn without performing an action. You can also press the □ button when selecting a command.

Tactics

Select this command to issue an order to the other party members. You can direct each member individually by selecting characters one by one from the list, or direct all members at once by selecting "All Members" from the top. You can also ask a member like Mitsuru, who supports the group, to analyze an enemy or provide assistance.

Examples	
Act Freely	Each member will act on his or her own.
Heal/Support	Party members will prioritize their healing/support actions.
Assign Target	The party member will attack the chosen target. After selecting this command, you will need to select an enemy to be targeted.
Stand By	Party members will not act until given a command.

Number of Commands

In the early stages of the game, you have only four tactics at your command. This number will increase as you progress through the game.

Persona

Select this command to change Personas. Select a Persona from the list and press the □ button to check its status. You can change Personas only once per turn.

Escape

Select this command to flee from a battle. But remember, if your attempt to flee fails, your enemies will be able to attack the party freely. Note: There will be some battles you cannot escape from.

▶Lead Strategically

Each character has his or her own unique strengths and weaknesses. In battle, it is very important to understand the nature of these attributes; attack the enemy's weaknesses and avoid letting your own be exploited. Pay attention to the indications displayed on the screen to choose the best possible actions during battle.

Indications	
	Critical - This attack can deal a great amount of damage. You can attack an enemy continuously with the "1 More" option. Critical attacks can knock an enemy down.
	Weak - This attack targets an enemy's weakness. It can knock an enemy off-balance and deal a great amount of damage. You can earn an extra attack with the "1 More" option.
	Block - If a character is immune to the attack type, the attack will be nullified.
	Down - This indicates that an enemy has been knocked down and cannot do anything until it gets back up again. Once all of your enemies have been knocked down, it is time to launch an "All-Out Attack".

1 More

If you exploit an enemy's weakness, or if you successfully land a critical hit, a "1 More" icon will appear. This will enable you to attack an additional time. Once you know what an enemy's weakness is, you can attack repeatedly without giving the enemy a chance to retaliate.

▶Battle Tactics

You can activate "RUSH" during battle by pressing the △ button. This tactic will enable you to continue attacking automatically. Press the △ button again to turn RUSH off. To "Analyze" an enemy, use the L1 button to target your selection and press the ✕ button to confirm. Use the R1 button to view the order of action.

△ button	Turn RUSH ON/OFF.
□ button	End your turn.
L1 button	Analyze an enemy.
R1 button	Review the order of action.

▶All-Out Attack

If you attack an enemy's weakness, it will lose its balance and become immobilized for a short period of time. Knocking all your enemies down will enable you to perform an All-Out Attack and deal a great amount of damage to them. When the special window indicating that all your party members are ready appears, press the × button to activate the attack.

How to perform an All-Out Attack

● Learn the enemy's weakness

The easiest way to learn an enemy's weakness is to use the Analyze command. You can also try guessing an enemy's weakness from the indication that appears when it is hit, or from the way it attacks you. According to the analysis, Sky Balance is weak against Fire and Ice, and reflects Wind and Electricity.

● Exploit the enemy's weakness

Use a Persona with Agi or Bufu skills to exploit the Fire or Ice weaknesses. By attacking the weakness, you will knock the enemy off balance and earn a "1 More". An All-Out Attack is easier to achieve if all the enemies are the same type.

● Knock down all the enemies

When all your enemies are down, the special widow will appear. Press the × button to perform an All-Out Attack, or the ○ button to continue attacking individually.

● Attack

All party members (except those in abnormal states) will charge the enemy. Weaker enemies will be unable to handle the assault and will be easily defeated. This manoeuvre is an efficient way of dealing with a number of weak enemies or one strong enemy. Activate an All-Out Attack whenever it is available to you.

▶Fusion Spells

The main character is the only member who can possess multiple Personas, enabling him to utilize Fusion Spells. A Fusion Spell is a powerful skill that appears when he has a certain combination of Personas available.

Fusion Spells

Cadenza	(Orpheus + Apsaras)	Improves all members' evasion rates and restores HP by 50%.
Jack Brothers	(Jack Frost + Pyro Jack)	May knock down all enemies.
Justice	(Angel + Archangel)	Decreases enemies' HP by half (Light).
Frolic	(Narcissus + Pixie)	Fully regenerates all party members.
King and I	(King Frost + Black Frost)	Damages all enemies while freezing them.
Best Friends	(Decarabia + Forneus)	Bestows all –kaja boosts on one party member.
Summer Dream	(Oberon + Titania)	Anything can happen.
Thunder Call	(Take-Mikazuchi + Thor)	Inflicts great damage to all enemies while shocking them.
Dreamfest	(Incubus + Succubus)	High probability of charming all enemies.

[Cadenza]

[Jack Brothers]

[Justice]

[Frolic]

[King and I]

[Thunder Call]

End of Battle

When you have defeated all of your enemies, the battle will end and the results screen will be displayed. Here you can view how much experience you have received as well as other relevant information. Characters and Personas will level up when they have accrued enough experience. Sometimes, you will be able to participate in a Shuffle.

▶Shuffle

During a Shuffle you will have the opportunity to draw a card and obtain a new item or Persona. Some cards will have additional effects. Watch the movements of the cards closely and select the one you want.

Persona

Choose this card to receive a new Persona. Remember, you cannot obtain a Persona if you already have that particular Persona, or if the level of the Persona is higher than the level of the main character.

Wand

Choose this card to receive additional experience points.

Coin

Choose this card to receive money. The higher the rank of the card, the more money you will receive.

Cup

Choosing this card will result in either only the main character being healed, or all party members being healed, including the main character.

Sword

Choose this card to receive a weapon. The higher the rank of the card, the stronger the weapon will be.

Skull

Some cards are occasionally marked with a skull; if you draw one, it will lure The Reaper.

Double Up

If you draw a Double Up, you will receive another Shuffle. The second Shuffle carries the danger of losing the first card, but the benefits outweigh the risks.

▶Character Growth and Levelling Up

All members who participate in a battle and the Personas they have equipped will earn a certain amount of experience after a victory. Once they have gained enough experience points, party members and Personas will level up: The main character's HP and SP will increase; the other members will acquire new skills and their attributes will improve. Notices of party members levelling up will be shown on the upper left of the field screen.

Main Character's Growth

When the main character levels up, a message will appear on the screen. His HP and SP values will increase, the maximum level of the Personas he can use will increase, and the number of Personas he can possess will occasionally increase.

Persona Growth

When a Persona levels up, its statistics will improve. It will also learn new skills when it reaches certain levels.

▶Being Defeated in Battle and Game Over

If a character's HP reaches zero during a battle, he or she will become unconscious. If this happens to the main character, the game will end. If you are playing on Easy, you will be able to continue up to ten times. If you are playing on Normal, you will return to the title screen.

Leaving a fallen member behind

Defeated party members will lie on the ground after battle. If you advance to the next floor without reviving them, they will be automatically leave Tartarus and be unavailable for the remainder of the night.

The Velvet Room

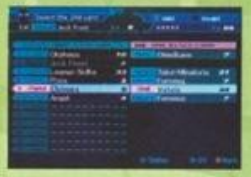
Once you have obtained the Velvet Key, you can enter the Velvet Room. There you can ask Igor to fuse your Personas, or receive a request from Elizabeth. The Velvet Room can be found in the entrance of Tartarus or below the karaoke box in Paulownia Mall.

▶Creating a Persona

You can create a new Persona by fusing your existing Personas. The Social Links the main character belong to will have an affect on the procedure; the newly-created Persona will receive additional experience according to the rank of the Social Link it is associated with. The newly-created Persona will sometimes inherit skills from its parent Personas.

Normal Spread

To fuse two Personas, use the up and down directional buttons to select the first Persona and press the × button to confirm. Repeat the procedure for the second Persona and the result will appear on the right side of the screen. Pay close attention to the newly-created Persona's abilities and characteristics.



Triangle Spread

You can create a high-powered Persona by fusing three Personas. Select three Personas in the same manner you would for a Normal Spread. There are some Personas that can only be created in Triangle Spread, so try as many combinations as possible.

▶Review your requests and browse the Persona Compendium

In the Velvet Room, you can review the requests you have received. You will earn a reward for each request you fulfil, so be sure to review them frequently. You can view currently active quests in the System menu (see p. 25). You can also browse the Persona Compendium and register your Personas here.

View requests

View the nature of a request, its terms, and its reward. Be aware that some requests will have time limits. Once a time limit has been reached, you will not be able to complete that request. Talk to Elizabeth after completing a request to receive your reward.

Cancel requests

You can cancel a request if you would like. You can always receive it again if the time limit has not been reached. Note: You will incur a fee for cancelling a request.

View Compendium

Your Personas will automatically be registered in the Persona Compendium once you obtain them. Use the L1 button to sort your Personas by Arcana and the R1 button to sort them by level. Note: For a fee, you can restore Personas you have lost.

Register Persona

All Personas are registered in their original states. You will need to re-register a Persona you have levelled up if you want it to be available in its current state. Use the L1 and R1 buttons to toggle between the Persona's registered status and its current status to compare the two.

Fusion Table

Example: (Priestess) Apsaras = (Fool) Orpheus x (Lovers) Pixie

	Fool	Magician	Priestess	Empress	Emperor	Hierophant	Lovers	Chariot	Justice	Hermit	Fortune
Fool	Fool	Hierophant	Justice	Fortune	Chariot	Hermit	Priestess	Emperor	Lovers	Priestess	Justice
Magician		Magician	Lovers	Hanged Man	Temperance	Hermit	Emperor	Devil	Hierophant	Chariot	Emperor
Priestess			Priestess	Lovers	Justice	Chariot	Magician	Magician	Lovers	Strength	Magician
Empress				Empress	Lovers	Priestess	Fortune	Devil	Emperor	Lovers	Strength
Emperor					Emperor	Chariot	Chariot	Hermit	Devil	Strength	
Hierophant						Hierophant	Magician	Justice	Chariot	Chariot	Emperor
Lovers							Lovers	Emperor	Chariot	Justice	Magician
Chariot								Chariot	Magician	Temperance	Strength
Justice									Justice	Priestess	Chariot
Hermit										Hermit	Emperor
Fortune											Fortune
Strength											
Hanged Man											
Death											
Temperance											
Devil											
Tower											
Star											
Moon											
Sun											
Judgement											
Aeon											

Other examples:
[Justice] Angel (Lv4) = Orpheus × Apsaras
[Magician] Nekomata (Lv5) = Apsaras x Pixie
[Chariot] Ara Mitama (Lv6) = Pixie x Angel
[Emperor] Forneus (Lv7) = Angel × Nekomata
[Hierophant] Omoikane (Lv7) = Apsaras x Nekomata
[Devil] Lilim (Lv8) = Nekomata x Ara Mitama
[Magician] Jack Frost (Lv8) = Pixie x Apsaras x Nekomata

▶Create the ideal Persona

The type of Arcana that results from a fusion will be decided by the combination of Personas used. This chart shows some examples of the Normal Spread.

	Strength	Hanged Man	Death	Temperance	Devil	Tower	Star	Moon	Sun	Judgement	Aeon	
Fool	Hanged Man	Magician	Strength	Hierophant	Hermit	Moon	Aeon	Fortune	Empress	Star	Death	Fool
Magician		Devil		Death	Temperance	Empress	Empress	Priestess	Lovers			Magician
Priestess	Hermit	Strength	Emperor	Empress			Justice	Star	Star	Empress	Empress	Priestess
Empress	Chariot	Chariot	Lovers	Lovers	Lovers	Chariot	Temperance	Lovers	Lovers		Moon	Empress
Emperor	Hanged Man	Hermit	Moon	Hanged Man			Justice		Empress	Hierophant		Emperor
Hierophant	Priestess	Lovers	Empress	Strength		Temperance	Priestess	Temperance	Temperance	Lovers		Hierophant
Lovers	Hierophant	Hermit	Devil	Priestess	Strength	Star	Hierophant	Empress	Hierophant		Hanged Man	Lovers
Chariot	Justice	Fortune		Death	Hanged Man	Moon		Fortune			Death	Chariot
Justice	Temperance	Priestess	Moon	Moon		Star	Emperor		Emperor	Aeon		Justice
Hermit	Fortune	Fortune		Hanged Man	Death		Chariot	Magician			Star	Hermit
Fortune		Strength		Lovers	Moon	Moon	Moon	Chariot	Temperance		Devil	Fortune
Strength	Strength	Hermit	Hanged Man	Moon	Fortune	Devil	Priestess	Hanged Man	Priestess	Hanged Man		Strength
Hanged Man		Hanged Man	Devil	Hierophant	Moon	Death	Strength	Empress			Temperance	Hanged Man
Death			Death					Star				Death
Temperance				Temperance	Death	Devil	Moon	Empress	Star	Moon	Star	Temperance
Devil					Devil						Lovers	Devil
Tower						Tower		Fortune		Aeon	Moon	Tower
Star							Star	Death	Justice	Temperance	Devil	Star
Moon								Moon	Temperance			Moon
Sun									Sun	Star	Empress	Sun
Judgement										Judgement	Star	Judgement
Aeon											Aeon	Aeon

Skills & Items

Offensive Skills

Skill Name	SP Consumed	Effects
Agi	3	Small Fire damage to a single enemy.
Agilao	6	Medium Fire damage to a single enemy.
Maragi	6	Small Fire damage to all enemies.
Maragion	12	Medium Fire damage to all enemies.
Garu	3	Small Wind damage to a single enemy.
Garula	6	Medium Wind damage to a single enemy.
Magaru	6	Small Wind damage to all enemies.
Magarula	12	Medium Wind damage to all enemies.
Bufu	4	Small Ice damage to a single enemy; may Freeze.
Bufula	8	Medium Ice damage to a single enemy; may Freeze.
Mabufu	8	Small Ice damage to all enemies; may Freeze.
Mabufula	16	Medium Ice damage to all enemies; may Freeze.
Zio	4	Small Electricity damage to a single enemy; may Shock.
Zionga	8	Medium Electricity damage to a single enemy; may Shock.
Mazio	8	Small Electricity damage to all enemies; may Shock.
Mazionga	16	Medium Electricity damage to all enemies; may Shock.
Hama	6	Fatal Light damage to a single enemy.
Mahama	12	Fatal Light damage to a all enemies.
Hamaon	12	Fatal Light damage to a single enemy (high odds).
Mahamaon	24	Fatal Light damage to all enemies (high odds).
Mudo	6	Fatal Darkness damage to a single enemy.
Mamudo	12	Fatal Darkness damage to all enemies.
Megido	45	Medium Almighty damage to all enemies.
Megidola	65	Heavy Almighty damage to all enemies.
Megidolaon	85	Severe Almighty damage to all enemies.

Physical Attack Skills

Skill Name	HP Consumed (% of Max HP)	Effect
Bash	10	Strike damage to a single enemy.
Cleave	10	Slash damage to a single enemy.
Assault Dive	12	Strike damage to a single enemy.
Sonic Punch	12	Strike damage to a single enemy.
Double Fangs	12	Pierce damage to a single enemy, twice.
Holy Arrow	12	Pierce damage to a single enemy; may Charm.

▶Skills and items useful for an exploration

Personas possess skills and healing items that are vital during an exploration. Listed below are some examples.

Heal/Assist Skills

Skill Name	SP Consumed	Effect
Dia	4	Restores a small amount of HP to one ally.
Diarama	8	Restores a medium amount of HP to one ally.
Media	8	Restores a small amount of HP to all allies.
Mediarama	16	Restores a medium amount of HP to all allies.
Patra	3	Cures an ally's Fear, Panic, and Distress.
Re Patra	3	Helps one ally get up when he/she has slipped or been knocked down.
Posumudi	5	Cures one ally of poison.
Charmdi	5	Cures one ally who's been charmed.
Enradi	5	Dispels an ally's Rage.
Tarunda	6	Reduces one enemy's physical/magic offensive strength for several turns.
Sukunda	6	Reduces one enemy's hit/evade rate for several turns.
Rakunda	6	Reduces one enemy's physical and magic defensive power for several turns.
Dekunda	15	Offsets the effects of "-nda" magic for all allies.
Tarukaja	6	Raises one ally's physical/magical offensive strength for several turns.
Sukukaja	6	Raises one ally's hit/evade rate for several turns.
Rakukaja	6	Raises one ally's physical/magical defensive power for several turns.
Dekaja	15	Offsets the effects of all enemies' "-kaja" magic.
Tetrakarn	55	Reflects a physical attack once for all allies.
Makarakarn	55	Reflects a magic attack once for all allies.
Recarm	20	Revives an ally with a small amount of HP.
Samarecarm	40	Revives an ally with full HP.
Rebellion	5	Raises all allies' and all enemies' critical hit rates.
Revolution	10	Raises all allies' and all enemies' critical hit rates significantly.
Trafuri	25	Enables escape from most battles.

Item

Name	Effect
Medicine	Restores 50 HP to one ally.
Muscle Drink	Restores 100 HP to one ally. Has possible side effects.
Patra Gem	Cures an ally's Fear, Panic, and Distress.
Revival Bead	Revives an ally with 50% of his/her HP.
Dis-Poison	Cures one ally of poison.
Dis-Rage	Dispels an ally's Rage.
Dis-Charm	Cures one ally who's been charmed.

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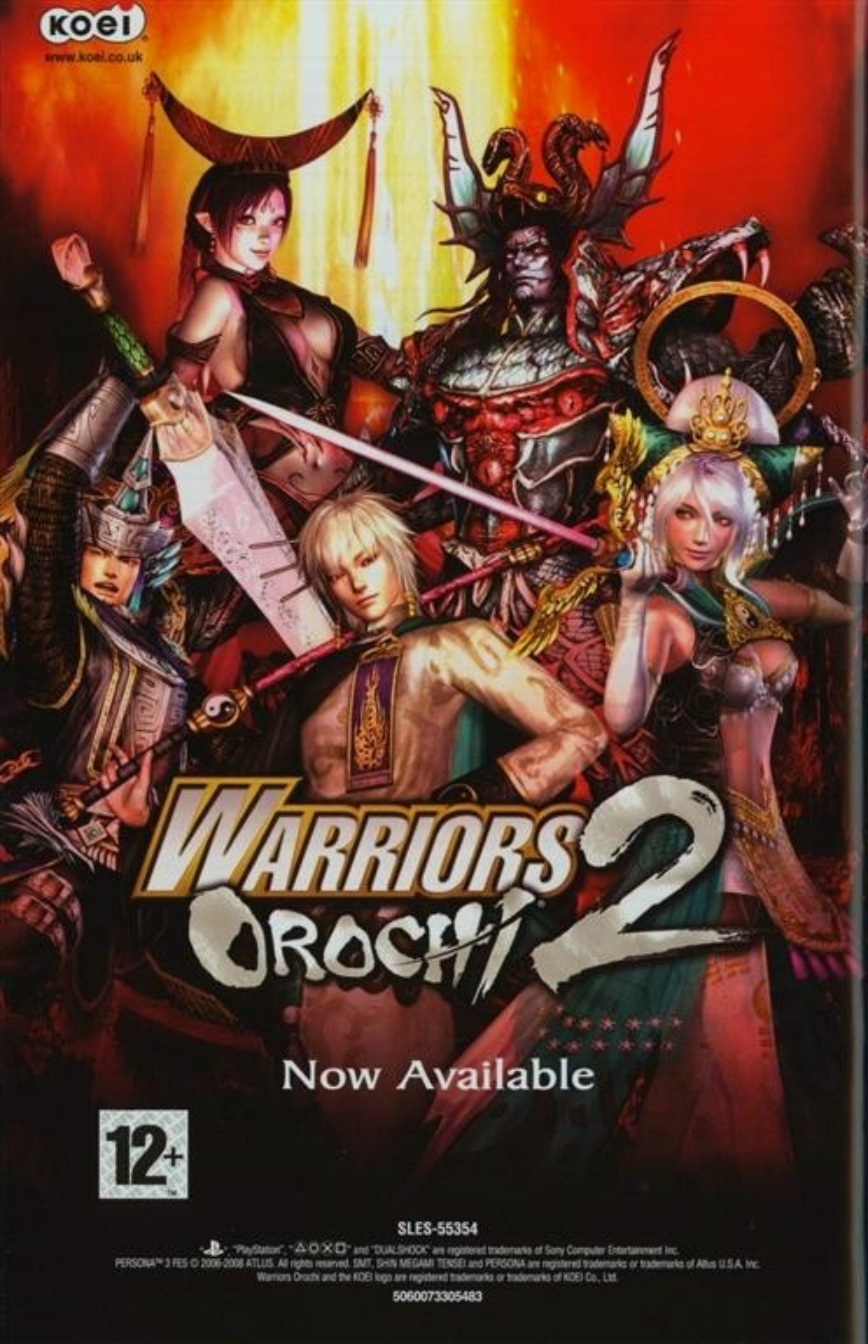
  0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.
- **Ελλάδα** — **00 32 106 782 000**
  Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.
- **Ireland** — **0818 365065**
  All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.
- **Israel** — **09 971170**
  Please call these Customer Service Numbers only for hardware support of PlayStation products.
- **Italia** — **199 116 266**
  Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.
- **Malta** — **23 436300**
  National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.
- **Nederland** — **0495 574 817**
  Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.
- **New Zealand** — **09 415 2447**
  National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.
- **Norge** — **81 55 09 70**
  Mon-Fre 15-21; Lør-Søndag-12-15. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.
- **Portugal** — **707 23 23 10**
  Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.
- **España** — **902 102 102**
  Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.
- **Sverige** — **08 587 822 25**
  Mån-fre 15-21, Lør-Søndag-12-15. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.
- **Suisse/Schweiz/Svizzera** — **0848 84 00 85**
  Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.
- **UK (network Gaming Only)** — **08702 42 22 99**
- **UK (all other enquiries)** — **08705 99 88 77**

  National rate. Calls may be recorded for training purposes. Please call these Customer Service Numbers only for hardware support of PlayStation products.



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